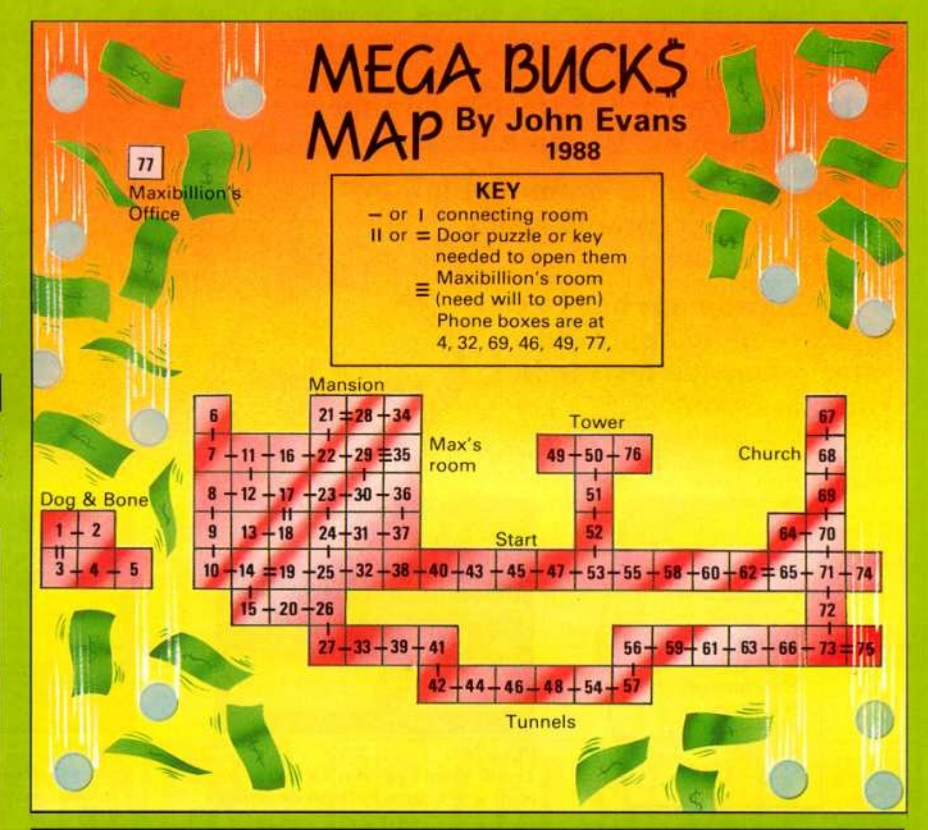
# AM tips

## Mega-buck$

### (Firebird Silver)

John Evans of Preston has come up with infinite energy and phonecard credits, which makes the game a bit easier without spoiling it. John has also provided some hints and tips.




**LIST OF OBJECTS**

Some can't be found until certain things have been done. Refer to the map for the room numbers.

| Room | Object |
|---|---|
| 1 | Phone directory |
| 2 | Picture bit |
| 5 | Tin of biscuits |
| 7 | Compact disc |
| 9 | Phonecard |
| 12 | Battery |
| 13 | Secret key (inside safe) |
| 14 | Energy gauge |
| 19 | Passcard |
| 15 | Spraycan |
| 45 | Levitation crystal |
| 47 | Man-eating plant |
| 43 | Cassette recorder, notes |
| 38 | Wreath |
| 32 | Telephone |
| 25 | Map and clock |
| 24 | Remote control |
| 22 | Bottle of pills |
| 29 | Hi-fi system, personal CD player |
| 30 | Shears |
| 31 | Clapper |
| 37 | Torch |
| 36 | Skeleton key |
| 52 | Mug of coffee |
| 49 | Attic key, phone |
| 58 | Rubber boots |
| 60 | Apple |
| 65 | Beermat |
| 64 | Cookery book |
| 68 | Cheese |
| 34 | X-ray specs |
| 50 | Chemistry bit (X-ray specs needed to get it) |
| 33 | Nose clip |
| 42 | Paintbrush |
| 56 | Sick chick |
| 59 | Dynamite (crowbar needed to collect it) |
| 61 | Robot control |
| 35 | Video tape |

**HINTS**

- The crystal will allow you to move up and down if it's turned on.
- Phone numbers:

Mansion 16349
Dog and Bone 38312
Church 68495
Tower 59112
Tunnels 87327
Max's office 58629

This last one can only be used when the will is complete and you telephone from the pub.

- The picture bit and paint brush are used in the room next to the passcard computer (room 31).
- Eat the biscuit and drink the coffee in the master bedroom.
- Play the compact disc in the room with the hi-fi and you will get a CD player to protect your ears.
- Take the pills to avoid feeling ill in the pub.
- The phonecard is to use in the phones.
- Insert the battery into the torch and switch on the torch to go into the tunnels.
- Wear the rubber boots to prevent electrocution.
- Wear the nose clip to block overpowering odours.
- Insert the password into the computer (room 31).
- To kill the plant use the shears, not the spray.
- Use the remote control to switch off the alarm system.
- Take the clapper to the church bells.
- Take the wreath to the cemetery.
- The attic key unlocks the attic in the mansion.
- Take the safe cracker to the safe to get the secret key.
- To build up energy eat the apple and drop the core.
- The cheese can be nibbled four times to build up energy.
- Take the beermat to the pub so you can see upstairs.
- Wear the X-ray specs to find the chemistry bit.
- Use the robot control to move the offending robot.
- Take the video tape to Max's office and play it to win.
- Put the chemistry bit on the piping in the mansion so you can access the extra rooms.
- Use the cassette recorder to load/save games.
- See if you can beat my score of 106 per cent without cheating!

```
10 ' Megabuck$
11 ' By John Evans
12 ' (c) CwtA
13 MEMORY 9999:MODE 1
14 LOAD"!megabuck1
15 FOR z=&BE00 TO &BE34
16 READ a$:a=VAL("&"+a$)
17 POKE z,a:s=s+a:NEXT
18 IF s<>5137 THEN PRINT"D
ata Error":END
19 WINDOW#1,1,15,1,1
20 WINDOW#2,1,15,3,3
21 BORDER 0:INK 0,0
22 CALL &BE00
23 DATA 31,FF,BF,2A,38,BD
24 DATA 22,00,BE,2A,01,BB
25 DATA 22,38,BD,3E,C3,21
26 DATA 1D,BE,32,0E,BC,22
27 DATA 0F,BC,C3,00,87,2A
28 DATA 00,BE,22,38,BD,CD
29 DATA 37,BD,af,3c,CD,0E
30 DATA BC,21,00,00,22,83
31 DATA 55,22,3f,6f,C9
```